
Houston, We Have Spinach! Download For Windows



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About This Game

Design and build rockets, and fuel them with food. Explore a galaxy filled with strange planets.

As a rocket designer and space explorer, your success will depend on exploiting nutrients in a variety of foods to power your space ship. Unlock new parts to build multistage rockets.

Gameplay: Design and build rockets in the hangar, using a variety of parts -- boosters, fuel tanks, capsules, couplers and special modules -- that snap together. Load fuel into your rocket using a grapple-equipped copter. The fuel for your rocket is food; each rocket booster type has different nutrient requirements so you must choose wisely! As you progress you'll find obstacles you must overcome while fueling. Once the rocket is ready, choose a mission to earn bonuses and blast off. Escape into orbit to travel to strange new planets with new challenges!

Title: Houston, We Have Spinach!
Genre: Adventure, Simulation, Early Access
Developer:
Acme Nerd Games, LLC
Publisher:
Acme Nerd Games, LLC
Release Date: 24 Nov, 2017

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Minimum:

OS: XP SP+

Processor: SSE2 instruction set support

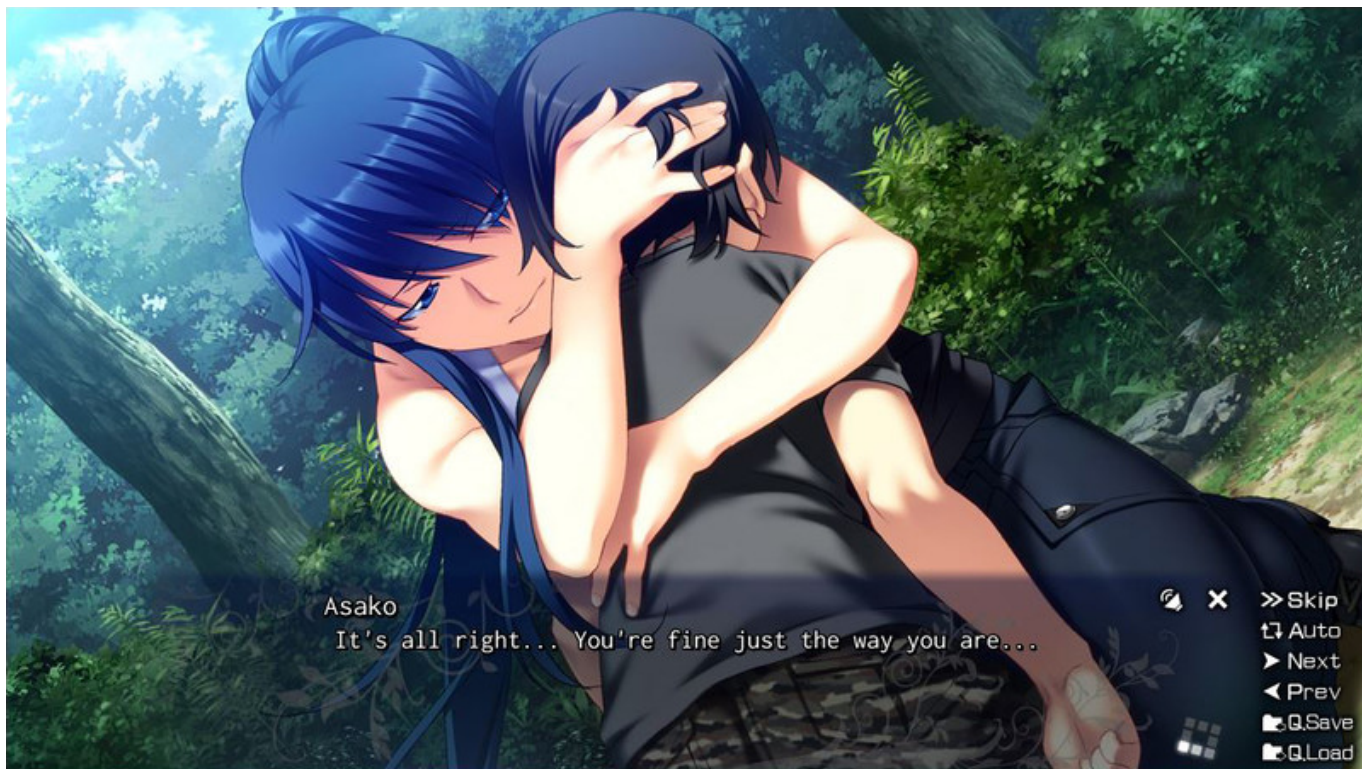
Memory: 1 GB RAM

Graphics: DX9 (shader model 3.0) or DX11 with feature level 9.3 capabilities.

DirectX: Version 9.0

Storage: 300 MB available space

English







Played this game a bit against the devs early in alpha and recently in early access - quite fun. Really cool take on a way to blend RTS and MOBA gameplay. Highly recommend!. no words awesome. Good game that will get better with the time.

Just think that the game needs:

A better optimisation, consumes much memory than a game like it will need.

Multiplayer Lan mode.

Thats it. I know that the game its developed by just one person but i trust him that with a little bit of help and support the game will rise bigger. Thanks. \u2665\u2665\u2665\u2665\u2665sucks\u2665\u2665\u2665\u2665\u2665isnt even worth \$90 \u2665\u2665\u2665\u2665 with \$90 you could get more in game items for all your characters and not be disapointed. This, this is just a slap in the nuts saying oh you want something cool well its \$90 for 1 costume though dont worry you get a few things cheaper \u2665\u2665\u2665\u2665 you can get 12k emp which is \$100 and do a \u2665\u2665\u2665\u2665 ton more then this slap in the nuts \$90 cash grab. Like I love this \u2665\u2665\u2665\u2665ing game but this just made me not like this game at all for \$10 more you can get a\u2665\u2665\u2665\u2665ton more things. I thought and im pretty sure everyone \u2665\u2665\u2665\u2665ing here thought you got a full nightmare set for every character not just 1 \u2665\u2665\u2665\u2665ing character it says "The Nightmare Costume (exclusive to this edition) will work with all current and future characters." which I assumed oh you get it for every character plus all the new ones coming out but nope its just 1 character. Yeah the other things are cool but I Wasnt in it for the other things I was in it for the nightmare costume that granted all this =

You\u2019ll receive 2,000 EMP to spend however you like!

Gardening Voucher (30 Day)-Hire Alraune to tend to your garden!

Maid Voucher (30 Day)-Hire Celine to aid in exploration quests and more!

Small Plum Soda (x5)\u2014Remove 150 Fatigue and get back in the action!

Midnight Wings (3-Star, AAA-tuned) (30 Day)\u2014A pair of onyx-black wings to make you look badass!

is good but like come on really this is jack\u2665\u2665\u2665\u2665. I'm shocked to see how addictive this little game is considering it's price tag. Sure it has a few flaws, but the fact that I spent 8 hours of play time in 1 sitting kind of says a lot about how good this game is. It's regular price is only \$4 and it goes on sale for like half that on occasion.

The difficulty curve seems to be well balanced in a way that it's constant and kind of time oriented (meaning the less patient you are, the more difficult it'll be). The game seems to be very stable, no crashes or even a hint of a glitch anywhere yet. The game is widescreen only and at low resolution, though it looks fine for what it is and it plays fine on my 4:3 monitor too.

I highly recommend this game to anyone looking for an enjoyable time consuming game.. Well well well\u2026 first of all, I wanna apologize if my English is not the best. I\u2019m still learning\u2026

ABOUT SPELLWEAVER:

OK, first thing first, I wanna say that normally I don\u2019t write reviews, but for this time I wanna make an exception. This for try to help the title that I personally think IS GOOD.

NICE GAME, BRILLIANT, BALANCED and IT\u2019S a REAL FREE TO PLAY (NOT A PAY TO WIN)

- NOW I'LL START THE REAL REVIEW AND IF U HAVE ANY QUESTION, I CAN ANSWER U WITHOUT ANY PROBLEM :)

I HOPE THIS WILL HELP U! -

-

Personally, I found this game really nice and interesting with good potential.

Obviously, it is a little bit similar to others famous TCG, but is even true that Spellweaver has something particular and personal. Surely this is a game that can \u201cgrow\u201d further, but honestly I think it has not a lot to envy compared to others TCG Free to play.

HERE THERE ARE MY MOTIVATIONS:

1)SIMPLE AND FUNNY BUT NOT BANAL AND BORING.

The game in itself is simple but not banal, easy to play for everyone but reserve anyway moments where is necessary to think a lot about what decision to make or the strategy u wanna adopt during matches.

Basics of this game are easy to understand and it is possible to learn mechanics after just few time of game experience. BTW, to become an expert and great players is necessary to invest time and make some practice.

2)WELL BALANCED, GOOD OPPORTUNITIES TO WIN FOR ALL PLAYERS.

I noticed that a lot of cards are well balanced. Yes, of course there are maybe just a couple of really strong cards, however, the game is updated time after time and effects or cards that are OP get Nerfed most of times. Furthermore, honestly, I think is Obvious that there will be always the possibility that a couple of cards still powerful: it is part of the game in itself

By the way, as I said before, the game is pretty well balanced.

After all, even if, yes there are few cards a little bit OP, normally there is the possibility to create a deck really not bad even after few time of gameplay (later in this review I cover this point) and use decks that can mix functionality and fun. Obviously, in rank games and in tournament there are decks more popular than others (META DECKS). However, a great part of the game is based even in fight AI and in friendly matches where u can see and find a good variety of decks, cards and heroes (is even true and I have to say that for my personal experience, DOMINIUM as archetype is used a lot).

So, in the end, even if there will be always cards a little bit too strong or heroes with better powers (it depends which patch is active), this doesn't compromise the possibility to win matches with budget decks or decks that aren't META decks and full of rare and epic cards.

U can create a deck that u like (for example I like soldiers a lot) and, if it is a minimum balanced, IN MOST OF SITUATIONS u will have the opportunity to play a good match.

Of course in Spellweaver luck factor is important I mean is a card game. So ok u cannot think to win every time, nor with Budget decks, nor with advanced decks.

3)THIS GAME IS A REAL FREE TO PLAY (NOOOT A PAY TO WIN).

A really good thing of this game however, is that even when u lose, it still a funny game and pretty, but even more important u can receive a pretty good reward.

Should I be honest? Well compared to others TCG which I have in mind (more than one), rewards here, in terms of GOLD and FAME are pretty high in my opinion. If u win and even if u lose.

This point is important cause, thank this, lose in this game is not so frustrating and humiliating. Even when u play versus a strongest opponent, well u have the opportunity to play for, at the end of the match, earn a good amount of gold and fame.

This aspect of the game, brings few great consequences:

1) EVERYONE likes to WIN, but even if u lose the reward is good.

2) This game, especially compared to others games I played, IS NOT PAY TO WIN.

Really. This game is not a pay to win, It is a real free to play

Wait maybe I'm crazy!

NO, really, listen

Of course if u spend moneys, u can increase the possibility to find more cards and more rare, epics and some but honestly, I had access to good cards even after only 12/13 days of gameplay (and I don't have a lot of time to spend on this game).

Even without to spend a penny, after a modest amount of time and a little bit of experience, is possible to build a respectable deck :)

Obviously, if u wanna win a lot in rank, things are a little bit different. Same for tournaments.

But after all, even in those contests, is just question of time: It's REALLY EASY and possible to play and continue to play well this game without spend moneys. U just need few more time for find enough packs but, for what is my experience, u can obtain enough good cards for free, and the opportunity to find rare and epics is not low (and, after all u can even craft what u need).

Obviously, Epic cards can give u a good advantage and u can always find someone more expert than u or with a better deck, but 80% of times, u will have the opportunity to play a fair and balanced match (and even if u lose, the reward still pretty high!!!).

This is why this game IS NOT A PAY TO WIN. This for me is really important.

U know\u2026 a LOOOT of free to play, costs more than others (normal) games if u wanna have the opportunity to play those well or in a \u201cnormal\u201d way. With Spellweaver is different :)

In conclusion, and I wanna thx u if u had the patience to read until this point, I think that Spellweaver is a pretty good game, funny, with good aspects and GOOD potential.

A great THX to everyone that read all\u2026 AND\u2026 MEET U ON SPELLWEAVER :)

. Probably never leaving early access, the last update was over a year and a half ago. That being said, for the price, it's more than worth it as is.

Edit: I stand corrected. updates have resumed after the long hiatus and I'm excited to see where this game goes. I'll be starting a new playthrough right now :). Just imagine the pictures while you listen. You'll be very happy.. It's fun and it's free. Simple and stylish interface with nice music.. Coming from Princess Maker 2, this was very disappointing. The removal of the adventure mode made the game a lot more deterministic, to the point where you can specify a sequence of steps for the entire 10 year span that will give you a particular outcome. Once you can do that, it's no longer a daughter raising game, it's just a glorified branching visual novel. Go play Princess Maker 2 instead, it's much better.

Game controls are terrible/barely playable. Graphics are of a poor quality. Basically, it's a game of "run around as a cat destroying all the generic Unity3d resources". Fun for a couple minutes, max. Mouse look might make it bearable, but as it is, virtually unplayable and not all that fun when played.. i would recmend it because there are 5 islands of the same airport but the islands are super close together so its like a 5 to 10 minute flight to each island. Nice novella. The game where I hate the BOT opponent.

PROS:

- *Art Style*
- *Various Maps*
- *Easy Controls & Smooth movement*
- *Coop*
- *Free to Play*

CONS:

- *Is not Online Coop as it says on Store Page . I like it. I don't think this game is for everyone, especially as I admit at times the battles can drag on especially as some objects aren't so widely known to western audiences and the early game is very slow, but I like the story, characters and I find the idea of having to guess who the enemy is Interesting. I think upon reflection it doesn't tell the player that the abilities can be upgraded.*

If you like the idea of a Puzzle-RPG, I'd say give it a try. If not either buy on sale or avoid. It's just weird having domestic pets in your zoo. Especially since the cats and terriers don't have a limit to the amount they tolerate in their group like the other animals. You end up with a massive amount of them even when keeping just a breeding pair and sterilising the rest and keep getting messages that they are on the verge of dying of exhaustion, even though I have several shelters for them to rest in, the only animals I've seen that die from exhaustion have been cats, terriers and turtles not sure why? And the weird thing is they aren't listed as an animal for the petting section. So removed the cats and terriers and put much better animals in their place such as the lions and tigers since I was running out of space.

Only the old german herding dog is worth having out of the dlc as it has an group limit of 8 and does not suffer and die from exhaustion and it looks cool as well being rather wolf like.

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